

## CLAIMS

### What is claimed is:

1. A gaming machine for playing games of chance, comprising:  
a single display screen;  
a gaming device configured for mutually concurrent play of a plurality of differing and independently operable games of chance and to cause mutually concurrent display of a plurality of gaming activities on the single display screen.
2. The gaming machine of claim 1, wherein the gaming device is configured for mutually concurrent play of two or more games selected from the group consisting of blackjack games, poker games, reel slot machine games, keno games, bingo games, roulette games, craps, and combinations thereof, and wherein the two or more games are concurrently mutually displayable on the single display screen.
3. The gaming machine of claim 1, further comprising player responsive controls configured for selecting and mutually concurrently playing the plurality of differing and independently operable games of chance.
4. The gaming machine of claim 1, wherein the gaming device is configured to effect mutually concurrent display of at least some of the plurality of differing and independently operable games of chance in a plurality of graphically distinct windows on the single display screen, each of the plurality of graphically distinct windows being in non-overlapping relationship to another window.
5. The gaming machine of claim 4, further comprising player responsive controls on said gaming device configured for adjusting at least one of size and location on the single display screen of at least one of the plurality of graphically distinct windows.

6. The gaming machine of claim 4, wherein the graphically distinct windows are in fixed locations on the single display screen.
7. The gaming machine of claim 4, wherein the gaming device is configured to be operably linked to a network, the network including a plurality of other linked gaming devices.
8. The gaming machine of claim 7, wherein at least one of the plurality of differing and independently operable games of chance is a tournament game of chance conducted over the network with the gaming device and at least some of the other linked gaming devices.
9. The gaming machine of claim 8, wherein the gaming device is configured for mutually concurrent play of the at least one tournament game of chance over the network and at least one other game of chance of the plurality of differing and independently operable games of chance.
10. The gaming machine of claim 7, wherein the gaming device is configured for play of at least one of the plurality of differing and independently operable games of chance playable on said gaming device while mutually concurrently displaying play of at least one remotely played game of chance played by a player at a linked gaming location remote to the gaming device.
11. The gaming machine of claim 10, wherein the play of the at least one remotely played game of chance differs from play of the at least one of the plurality of differing and independently operable games of chance.
12. The gaming machine of claim 10, wherein the gaming device is configured for player input thereat to the at least one remotely played game of chance.
13. The gaming machine of claim 10, wherein the gaming device is configured to accept wagers for play of the at least one remotely played game of chance.

14. The gaming machine of claim 7, wherein the gaming device is configured to communicatively connect by an email protocol to a second gaming device linked to the gaming device.

15. The gaming machine of claim 7, wherein the gaming device is configured to interactively and mutually concurrently display at least one of a Sports Book event and a Race Book event while displaying play of at least one of the plurality of differing and independently operable games of chance.

16. The gaming machine of claim 7, wherein the gaming device is further configured to receive wagers on the at least one of a Sport Book event and Race Book event.

17. The gaming machine of claim 7, further comprising at least one informational window displayable on the single display screen, the at least one informational window linkable to a networked device, the informational window configured to receive casino-related information from the networked device, the gaming device configured for mutually concurrently displaying the at least one informational window while displaying at least one of the plurality of differing and independently operable games of chance.

18. The gaming machine of claim 1, wherein the gaming device is configured for mutually concurrent play by two or more players of a plurality of independently operable games of chance displayable on the single display screen, and further comprising two or more independently operable sets of player input controls for playing respective games of chance of the plurality of independently operable games of chance.

19. The gaming machine of claim 18, wherein the gaming device is configured for mutually concurrent play by two or more players of a plurality of differing and independently operable games of chance, each of the plurality of differing and independently operable games of chance displayable on the single display screen.

20. The gaming machine of claim 18, wherein the gaming device is configured for play of a gaming tournament between the two or more players.

21. The gaming machine of claim 18, wherein the gaming device is configured for play of one or more linked tournament games of chance by at least one of the two or more players, each of the one or more tournament games of chance displayable on the single display screen.

22. The gaming machine of claim 1, wherein the gaming device further comprises a master start player input element for simultaneously activating at least some of the plurality of differing and independently operable games of chance displayable on the single display screen.

23. The gaming machine of claim 1, wherein the gaming device is configurable for activating the at least some of the plurality of differing and independently operable games of chance randomly, or according to predetermined activation intervals.

24. The gaming machine of claim 22, wherein the master start button is configured for activating at least one of the plurality of differing and independently operable games of chance simultaneously with a mutually concurrently displayed tournament game of chance.

25. The gaming machine of claim 22, wherein the master start button is configured for activating the at least some of the plurality of differing and independently operable games of chance in an order correlatable with at least some previous game outcomes of the at least some of the plurality of differing and independently operable games of chance.

26. The gaming machine of claim 1, wherein the gaming device is configured to sequentially display game outcomes from simultaneous play of the at least some of the plurality of differing and independently operable games of chance.

27. A gaming machine configured for playing a plurality of differing games of chance, comprising:

a single display screen configured for mutually concurrent display of a plurality of gaming windows;

each of the plurality of gaming windows configured for displaying an independently operable game of chance, the independently operable game of chance selectable from a plurality of differing games of chance playable on the gaming machine;

at least one of the plurality of gaming windows configured for displaying at least one independently operable game of chance which differs from an independently operable game of chance displayable in at least one other gaming window of the plurality of gaming windows; and

at least one microprocessor in electrical communication with the plurality of gaming windows, the at least one microprocessor configured for concurrent play of at least some of the plurality of differing games of chance displayable on the single display screen.

28. The gaming machine of claim 27, further comprising a web server embedded in a portion of the gaming machine, the web server in electrical communication with the at least one microprocessor and linkable to a network.

29. The gaming machine of claim 28, wherein the web server is configured to facilitate remote access to at least one of the plurality of gaming windows for play of at least one of the plurality of differing games of chance.

30. The gaming machine of claim 28, wherein the network comprises the World Wide Web.
31. The gaming machine of claim 28, wherein the web server is configured to transmit data related to play on the gaming machine to a remotely situated user.
32. The gaming machine of claim 27, further comprising a network interface configured for bi-directional communication with a linked device.
33. The gaming machine of claim 32, further comprising software configured for accepting a unique identifier associated with a player, and wherein the gaming machine is further configured for using the player's unique identifier to establish bi-directional communication between the gaming machine and a linked device operated by a companion of the player.
34. The gaming machine of claim 33, wherein the software comprises a graphical user interface.
35. The gaming machine of claim 27, further comprising a master wagering control configured for wagering a common amount for initiation of play of at least some of the plurality of differing games of chance displayable on the single display screen.
36. The gaming machine of claim 27, further comprising a separate credit meter configured for tracking available credits resulting from play on each of the plurality of gaming windows.
37. The gaming machine of claim 27, wherein the microprocessor is configured to randomly select at least some of the plurality of differing games of chance offered for mutually concurrent play.

38. The gaming machine of claim 27, wherein the gaming machine is configured for mutually concurrent play of respective games of chance of the plurality of differing games of chance by at least one remotely linked player and a player directly activating external player controls on the gaming machine.

39. The gaming machine of claim 38, wherein the gaming machine is configured to receive a wager or apply a credit amount to initiate the mutually concurrent play by the at least one remotely linked player.

40. The gaming machine of claim 39, wherein the gaming machine is configured to evenly apportion winnings from winning game outcomes of mutually concurrently played games of chance on the gaming machine to the at least one remotely linked player and the player directly activating external player controls on the gaming machine.

41. The gaming machine of claim 40, wherein the gaming machine is configured for joint play of at least some of the plurality of differing games of chance by the at least one remotely linked player and the player directly activating external player controls on the gaming machine.

42. A method of conducting a wagering activity, comprising:  
providing a player with a plurality of differing games of chance mutually concurrently playable on a single screen display associated with a gaming device;  
accepting at least one wager for initiating play of at least two of the plurality of differing games of chance via the gaming device; and  
enabling mutually concurrent play of the at least two of the plurality of differing games of chance on the single screen display.

43. The method of claim 42, further comprising displaying the mutually concurrent play of each of the at least two of the plurality of differing games of chance in separate, graphically distinct gaming windows on the single screen display.

44. The method of claim 42, further comprising activating at least one bonus game of chance responsive to a specific outcome from the mutually concurrent play of at least one of the at least two of the plurality of differing games of chance.

45. The method of claim 44, wherein activating the at least one bonus game of chance comprises activating the at least one bonus game of chance in response to a combination of specific outcomes of the at least two of the plurality of differing games of chance.

46. The method of claim 44, further comprising playing the bonus game of chance mutually concurrently with at least one of the plurality of differing games of chance.

47. The method of claim 46, further comprising correlating an award amount resulting from a winning outcome from play of the at least one bonus game of chance with a wager amount placed on the mutually concurrently played at least one of the plurality of differing games of chance.

48. The method of claim 42, further comprising activating at least one bonus game of chance responsive to at least one of a predetermined rate of wagering or a predetermined level of winning resulting from play on the gaming machine.

49. The method of claim 42, further comprising activating a multiplier configured for multiplying a winning game outcome on the gaming machine responsive to a specific outcome from the mutually concurrent play of at least one of the at least two of the plurality of differing games of chance.



50. The method of claim 49, further comprising providing a numerical multiplier in an amount correlating to a number of winning game outcomes resulting from at least one episode of mutually concurrent play of the at least two of the plurality of differing games of chance.

51. The method of claim 42, wherein a simultaneous winning outcome from the mutually concurrent play of at least two of the at least two of the plurality of differing games of chance results in a relatively higher award than an award from a corresponding number of winning outcomes achieved non-simultaneously from independent episodes of mutually concurrent play of at least two of the at least two of the plurality of differing games of chance.

52. The method of claim 42, further comprising automatically qualifying a player for entry into a tournament game of chance tournament upon the player achieving a predetermined number of simultaneous winning outcomes from the mutually concurrent play of at least two of the at least two of the plurality of differing games of chance.

53. The method of claim 52, further comprising playing the tournament game of chance mutually concurrently with at least one of the at least two of the plurality of differing games of chance.

54. A method of playing an electronic gaming device, the electronic gaming device configured for playing a plurality of differing games of chance and displaying visually perceptible representations of the games of chance played on a single screen display, comprising:  
initially providing a player with a first game of chance of the plurality of differing games of chance;  
playing the first game of chance to a specific, at least partial game outcome;  
responsive to the specific, at least partial game outcome, providing the player with a second game of chance of the plurality of differing games of chance; and  
playing the first game of chance mutually concurrently with the second game of chance.

55. The method of claim 54, wherein the first game of chance differs from the second game of chance.

56. The method of claim 54, wherein the first game of chance is the same as the second game of chance.

57. The method of claim 54, further comprising providing the player with a third game of chance of the plurality of differing games of chance responsive to at least one specific, at least partial game outcome from playing the first game of chance mutually concurrently with the second game of chance.

58. The method of claim 57, further comprising playing the first game of chance mutually concurrently with the second game of chance and the third game of chance.

59. The method of claim 58, wherein the first game of chance, the second game of chance, and the third game of chance mutually differ from one another.

60. A method of conducting a wagering game of chance on a gaming device, comprising:  
providing a player with a plurality of mutually differing games of chance displayed on a single screen display of the gaming device;  
providing the player with a first round of play in which to achieve a specific outcome in at least one of the plurality of mutually differing games of chance;  
mutually concurrently playing the plurality of mutually differing games of chance to a specific outcome in at least one of the plurality of mutually differing games of chance;  
freezing play of the at least one of the plurality of mutually differing games of chance;  
providing the player with a second round of play in which to achieve a specific outcome in the remaining mutually differing games of chance; and  
mutually concurrently playing the remaining mutually differing games of chance by the player to a specific outcome in at least one of the remaining mutually differing games of chance.

61. The method of claim 60 wherein each of the first and second rounds of play comprise a predetermined number of plays or a predetermined time period in which to achieve a specific outcome in at least one of the plurality of mutually differing games of chance.

62. The method of claim 61, further comprising resetting play of the gaming device if the player does not achieve a specific outcome in at least one of the plurality of mutually differing games of chance during the first round of play.

63. The method of claim 61, further comprising resetting play of the gaming device if the player does not achieve a specific outcome in at least one of the remaining mutually differing games of chance during the second round of play.

64. The method of claim 60, further comprising paying an award for each of the specific outcomes.

65. The method of claim 64, wherein an award of an increasing amount is paid for each specific outcome achieved during play of the remaining mutually differing games of chance after the first round of play.

66. The method of claim 60, wherein said providing a player with a plurality of mutually differing games of chance comprises providing the player with at least four mutually differing games of chance, and further comprising providing the player with at least a third and fourth round of play until a specific outcome is achieved in each of the at least four mutually differing games of chance.

67. The method of claim 60, further comprising providing at least one other gaming device linked to the gaming device, the at least one other gaming device provided with the plurality of mutually differing games of chance displayable on gaming screen thereof, and further comprising permitting a player at the least one other gaming device to mutually concurrently participate in at least the first round of play.

68. The method of claim 67, further comprising paying an award for each of the specific outcomes to the player achieving the specific outcome.

69. The method of claim 60, wherein the plurality of mutually differing games of chance are selected from the group consisting of blackjack games, poker games, reel slot machine games, keno games, bingo games, roulette games, and craps games.